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1 [Contigra: an XML-based architecture for component-oriented 3D applications](#)

Raimund Dachzelt, Michael Hinz, Klaus Meißner

February 2002 **Proceeding of the seventh international conference on 3D Web technology**Full text available: [pdf\(368.21 KB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Even though numerous Web3D technologies exist, most of them do not support a high-level, multi-disciplinary authoring process. Moreover, concepts of reuse are rarely provided. A component-based approach is introduced with the CONTIGRA architecture to construct interactive, three-dimensional applications, either stand-alone or web-based. The approach is entirely based on declarative XML documents describing the component implementation, its interface, as well as component configuration and compo ...

Keywords: 3D components, 3D user interfaces, 3D widgets, XML schema, component-based development, contigra, extensible 3D (X3D), virtual environments

2 [Next-Gen Open Hypermedia, Part One: Towards geo-spatial hypermedia: Concepts and prototype implementation](#)

Kaj Grønbaek, Peter Posselt Vestergaard, Peter Ørbæk

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia**Full text available: [pdf\(940.36 KB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper combines spatial hypermedia with techniques from Geographical Information Systems and location based services. We describe the Topos 3D Spatial Hypermedia system and how it has been developed to support geo-spatial hypermedia coupling hypermedia information to model representations of real world buildings and landscapes. The prototype experiments are primarily aimed at supporting architects and landscape architects in their work on site. Here it is useful to be able to superimpose and ...

Keywords: 3D, GIS, geo-spatial, information management, spatial hypermedia


3 [Mixed reality hypermedia: "Physical hypermedia": organising collections of mixed physical and digital material](#)

Kaj Grønbaek, Jannie F. Kristensen, Peter Ørbæk, Mette Agger Eriksen

August 2003 **Proceedings of the fourteenth ACM conference on Hypertext and hypermedia**

Full text available:

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

 [pdf\(841.02 KB\)](#)[terms](#)

This paper addresses the problem of organizing material in mixed digital and physical environments. It presents empirical examples of how people use collectional artefacts and organize physical material such as paper, samples, models, mock-ups, plans, etc. in the real world. Based on this material, we propose concepts for collectional actions and meta-data actions, and present prototypes combining principles from augmented reality and hypermedia to support organising and managing mixtures of dig ...

Keywords: augmented reality, collections of materials, physical and digital, spatial hypermedia, tagging

4 Full Papers: Exposing document context in the personal web

David Wolber, Michael Kepe, Igor Ranitovic

January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces**

Full text available:  [pdf\(295.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Reconnaissance agents show context by displaying documents with similar content to the one(s) the user currently has open. *Research paper search engines* show context by displaying documents that cite or are cited by the currently open document(s). We present a tool that applies such ideas to the *personal web*, that is, the space rooted in user documents but tightly connected to web documents as well. The tool organizes the personal web with a single topic hierarchy based on d ...

Keywords: context, information navigation, personal web, recommender, reconnaissance

5 The WebBook and the Web Forager: an information workspace for the World-Wide Web

Stuart K. Card, George G. Robertson, William York

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**


Full text available:  [pdf\(2.32 MB\)](#)  [html\(33.10 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: 3D graphics, World Wide Web, information access, information workspace, user interfaces, workspace

6 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**


Full text available:  [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

7 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating cultural heritage

John Cosmas, Take Itegiaki, Kannan Krishnapillai, Alan Lucas, Mohammed Akhtar, Graham Thomas, Jigna Chandaria, Wolfgang Putz, Andre Everts, Michael Probst, Peter Stammnitz, Jens Guether, Wolfram Liebsch, Gerhard Stoll, Christoph Dosch Reiner Socker, Chris Brendes,


Ronald Mies, Dick Van Smirren, Benoit Mory, Nicolas Santini, Alan Pearmain, Yakup Paker, Mounia Lalmas, Damien Parwpoth, Ekaterina Moutogianni, Gunn Klungsoeyr, Lena Pedersen, Pers-Steinar Hansen, Klaus Illgner
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available:  pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper introduces the System for Advanced Multimedia Broadcast and IT Services (SAMBITS). It consists of a Studio, Server and TV Terminal system for broadcasting audio/video TV content enhanced by 3D graphics, Internet pages, database indexing and sub-image streaming. It describes two scenarios program for disseminating cultural heritage. The readers are invited to imagine how this system could be used to prepare programs for disseminating archaeology. The paper describes the Studio and Serv ...


- 8 [A database driven server for an Internet based plant layout presentation system](#)
Jürgen Gausemeier, Holger Krumm, Thorsten Molt, Peter Ebbesmeyer, Peter Gehrmann
February 2000 **Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)**

Full text available:  pdf(382.29 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The work presented in this paper is part of a Virtual Reality Research Project of the Heinz Nixdorf Institut and the Siemens AG KWU.

- 9 [Writing the web: Supporting management reporting: a writable web case study](#)
Timothy Miles-Board, Leslie Carr, Simon Kampa, Wendy Hall
May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available:  pdf(1.17 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The World-Wide Web was originally developed as a shared, writable, hypertext medium, a facility that is still widely needed. We have recently developed a Web-based management reporting system for a legal firm in an attempt to improve the efficiency and management of their overall business process. This paper shares our experiences in relating the firm's specific writing and issue tracking tasks to existing Web, open hypermedia, and Semantic Web research, and describes why we chose to develop a ne ...

Keywords: hypertext writing, management reporting, open hypermedia, structural computing

- 10 [VRML data sharing in the spin-3D CVE](#)
Stéphane Louis Dit Picard, Samuel Degrande, Christophe Gransart, Christophe Chaillou
February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(459.54 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we present the design and implementation of a VRML97 multi-user layer introduced in SPIN-3D, our Distributed Collaborative Virtual Environment. The main consideration of our multi-user extension is the ease of design of multi-user objects from single-user standard VRML97 objects. Any standard VRML97 browser must at least display the single-user content without taking account of the multi-user description. Whereas other approaches use a VRML node insertion mechanism, such as in Liv ...

Keywords: collaborative virtual environment (CVE), common object request broker architecture (CORBA), multi-user technology, multicast communication platform, virtual reality modeling language (VRML)

- 11 [Information retrieval on the web](#)
Mei Kobayashi, Koichi Takeda

June 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 2

Full text available:  [pdf\(213.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we review studies of the growth of the Internet and technologies that are useful for information search and retrieval on the Web. We present data on the Internet from several different sources, e.g., current as well as projected number of users, hosts, and Web sites. Although numerical figures vary, overall trends cited by the sources are consistent and point to exponential growth in the past and in the coming decade. Hence it is not surprising that about 85% of Internet user ...

Keywords: Internet, World Wide Web, clustering, indexing, information retrieval, knowledge management, search engine

12 Integrated document caching and prefetching in storage hierarchies based on Markov-chain predictions

Achim Kraiss, Gerhard Weikum

August 1998 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 7 Issue 3

Full text available:  [pdf\(603.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


Large multimedia document archives may hold a major fraction of their data in tertiary storage libraries for cost reasons. This paper develops an integrated approach to the vertical data migration between the tertiary, secondary, and primary storage in that it reconciles speculative prefetching, to mask the high latency of the tertiary storage, with the replacement policy of the document caches at the secondary and primary storage level, and also considers the interaction of these policies with ...

Keywords: Caching, Markov chains, Performance, Prefetching, Scheduling, Stochastic modeling, Tertiary storage

13 Papers: Off the wall: Support for multitasking and background awareness using interactive peripheral displays

Blair MacIntyre, Elizabeth D. Mynatt, Stephen Volda, Klaus M. Hansen, Joe Tullio, Gregory M. Corso

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Full text available:  [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


In this paper, we describe Kimura, an augmented office environment to support common multitasking practices. Previous systems, such as Rooms, limit users by constraining the interaction to the desktop monitor. In Kimura, we leverage interactive projected peripheral displays to support the perusal, manipulation and awareness of background activities. Furthermore, each activity is represented by a montage comprised of images from current and past interaction on the desktop. These montages help rem ...

Keywords: Context-aware computing, Rooms, ambient displays, office computing, ubiquitous computing

14 VRweb: a multi-system VRML viewer


Michael Pichler, Gerbert Orasche, Keith Andrews, Ed Grossman, Mark McCahill

January 1995 **Proceedings of the first symposium on Virtual reality modeling language**

Full text available:  [pdf\(8.38 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


15 Electronic markets for learning: education brokerages on the Internet

Matti Hämäläinen, Andrew B. Whinston, Svetlana Vishik
June 1996 **Communications of the ACM**, Volume 39 Issue 6

Full text available:  pdf(778.05 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)


16 Madefast: collaborative engineering over the Internet

Mark R. Cutkosky, Jay M. Tenenbaum, Jay Glicksman
September 1996 **Communications of the ACM**, Volume 39 Issue 9

Full text available:  pdf(307.44 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

17 Full papers: Ametista: a mini-toolkit for exploring new window management techniques

Nicolas Roussel
August 2003 **Proceedings of the Latin American conference on Human-computer interaction**

Full text available:  pdf(1.10 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Although the HCI research community has contributed a number of metaphors, interaction techniques and layout algorithms to improve window management tasks, most of these ended as prototypes and only a few were implemented in real window managers. In this paper, we present Ametista, a mini-toolkit designed to facilitate the exploration of new window management techniques using both low-fidelity prototyping and a high-fidelity approach based on X Window application redirection.

Keywords: OpenGL, VNC, X Window system, application redirection, graphical interaction, prototyping, window management

18 Interactive simulation of fire in virtual building environments

Richard Bukowski, Carlo Séquin
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(287.97 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: information visualization, interactive techniques, scientific visualization, simulation, virtual reality, virtual/interactive environments

19 Archiving, digital collections, and analysis: Towards a digital excavation data management system: the "Grand Ribaud F" Etruscan deep-water wreck

Pierre Drap, Luc Long
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available:  pdf(6.97 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



The interdisciplinary work we present here is aimed principally at administering diverse types of information collected during an archaeological excavation using a single data management system. The approach is global, from the consultation of three-dimensional data to simple textual data to the addition of data captured by a digital photogrammetry system called l'Arpenteur [Surveyor], which is fully integrated to the data management system. We are using an object formalisation of the manipulated ...

Keywords: VRML, archaeological database, geographic information system, internet, java, three-dimensional model, underwater archaeology, underwater photogrammetry

20 Computer-supported cooperative work in design: A Java 3d-enabled cyber workspace

Lihui Wang, Brian Wong, Weiming Shen, Sherman Lang

November 2002 **Communications of the ACM**, Volume 45 Issue 11

Full text available:  [pdf\(235.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)
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Along with the browser paradigm, Java has fundamentally changed the work environment, helping produce compelling applications for collaborating over the Internet.

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